Inventory Manager & Snapshots

Inventory Manager & Snapshots

Applies to: `Nord Inventory v2.0.0`

Source of truth

The v2.0.0 manager has one strict rule:

- **online player:** authoritative `InventoryCore` runtime state;
- **offline player:** `nord_inventory_storage`.

A connected player is never silently edited from stale SQL. Legacy persisted keys for a connected owner are redirected to that owner's current live inventory key. Online players are listed first and duplicate stale storage rows are hidden.

Live updates

While an inventory is selected in Admin Studio, normal inventory watcher updates refresh the manager without destroying the visible snapshot list. Subscriptions are removed when the tab/Studio closes and automatically expire after `Config.Operations.LiveManagerWatchSeconds`.

Admin edits

Add/remove/clear operations create a safety snapshot first when `AutoSnapshotBeforeAdminEdit = true`. If persistence fails, the live mutation is rolled back in memory instead of leaving runtime and SQL inconsistent.

Snapshots

Snapshots store inventory key/type/owner, slot and weight limits, the item payload, reason, creator and timestamp. Connected-player snapshots serialize current live state.

A restore:

1. requires `restore_snapshots`;
2. creates a pre-restore safety snapshot;
3. restores the selected payload;
4. targets the canonical live key when the owner is online;
5. refreshes that player's inventory session immediately.

Retention is controlled with `Config.Operations.SnapshotRetentionDays`.

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